

GAMESPLAY

You are Teddy Arklethorpe, ace pot holer and leader of many dangerous expeditions into the bowels of the Earth. However, Teddy believes that the caves of Cavernia will test his skill and knowledge of underground movements to the limits.

Teddy is controlled by a **JOYSTICK** connected to the relevant port on the Atari computer. The expedition will not be declared a success until Terry reaches the end of the sixteenth level, collecting all of the treasures of Cavernia on the way.

JOYSTICK CONTROL - WITHOUT FIRE BUTTON PRESSED



JOYSTICK CONTROL - WITH FIRE BUTTON PRESSED



The control panel and status display at the bottom of the screen gives Terry full information as he travels through the inter-locked caves.

As well as a level indicator which shows just how far he has travelled through the levels, the Gods of Cavernia have given Terry a number of spiritual lives shown at the bottom of the playing screen.

Once all of the artifacts have been collected on a particular level, Terry exchanges these for a key which allows him to exit the tunnel section and move forever onwards.

Beware of Scorpion headed mutants, tormented souls, falling stalactites, rising stalagmites, static electric fields, and other occupants of Cavernia who are out to stop Terry completing his mission. A brush with one of these will cost you a Cavernia spiritual life.